


GAME MACHINE

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Abstract

A lever 11 is an analog lever and can point to any directions within a two- dimensional plane. The content instructed by operating the lever 11 includes a direction associated with various movements which an object of operation performs, for example, a moving direction of an operated player or a fly direction of a kicked ball. The content operated by a kick input part 12 mainly includes instructions of a start of movements such as a pass, a shot and a sliding tackle made by the operated player, adjustment of a speed of the ball kicked by a pass or a shot, adjustment of an angle of elevation in kicking up a loop shot or a fly ball. A speed sensor is provided in the kick input part 12 and a speed in kicking the kick input part 12 is detected by this speed sensor. Most of operations can be performed by only the lever 11 and the kick input part 12. 

[Fig. 1]

